

GAME BOY ADVANCE

AGB-AMHE-USA

BOMBERMAN MAX

BLUE ADVANCE

PLAY AS
BOMBERMAN

INSTRUCTION MANUAL



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

! WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- ¥ Take a 10 to 15 minute break every hour, even if you don't think you need it.
- ¥ If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- ¥ If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- ¥ Do not mix used and new batteries (replace all batteries at the same time).
- ¥ Do not mix alkaline and carbon zinc batteries.
- ¥ Do not mix different brands of batteries.
- ¥ Do not use nickel cadmium batteries.
- ¥ Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- ¥ Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- ¥ Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- ¥ Do not recharge the batteries.
- ¥ Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- ¥ Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

Thank you for purchasing **BOMBERMAN MAX 2** for the Nintendo® Game Boy® Advance System. Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

TABLE OF CONTENTS

<i>The Story</i>	2
<i>Getting Started</i>	3
<i>Controls</i>	4
<i>The Game Modes</i>	5
<i>Normal Game Mode</i>	5
<i>The Game Screen</i>	6
<i>Playing the Game</i>	7
<i>Game Ending</i>	9
<i>Saving Games</i>	10
<i>Continuing Game</i>	11
<i>Charaboms</i>	12
<i>Battle Game Mode</i>	13
<i>Combining Charaboms</i>	18
<i>Pitch Areas</i>	19
<i>Single-Pak Link Play</i>	20
<i>The Stages</i>	25
<i>Mini Games</i>	29
<i>Bonus Games</i>	30
<i>Charaboms in the Blue Version</i>	32
<i>Power Ups</i>	33

THE STORY

Bomber Base... where Bomberman and Max are assigned to protect the peace of the universe. One day, the HIGE HIGE bandits, led by Mujoe, shrunk Bomberman and Max to the size of ants by using their secret weapon, the Mini-Mini Device. In order for Bomberman and Max to return to their normal size, they must destroy the Mini-Mini Device.

And so the newest adventure of Bomberman and Max begins!



GETTING STARTED

To get started with ***BOMBERMAN MAX 2***:

1. Turn off your Game Boy® Advance System, then insert the ***BOMBERMAN MAX 2*** Game Pak into your Game Boy® Advance System.
2. Turn on your Game Boy® Advance System.
3. Press **START** to bypass the demo sequence and display the ***Title Screen***.

Important Note: If nothing appears on the screen when you turn the power on, turn the power off, check to make sure the Game Pak is inserted correctly, then try again.

CONTROLS

Control Pad

Moves the cursor to make menu selections / Moves the main character.

L Button/R Button

Displays the *Charabom Selection Screen* in the Normal Game Mode.

A Button

Confirm menu selections / Drop bombs.

B Button

Cancels menu selections / Goes back to the previous menu screen / Use Charabom abilities / Activates remote control bombs.

Select

Displays the *Pause Menu Screen* in the Normal Game Mode.

START

Pauses the game in the Normal Game Mode.
Press again to continue.



THE GAME MODES

BOMBERMAN MAX 2 can be played in the following two modes:



Title Screen

Normal Game

This is a one player game mode where the goal is to clear all the stages.

Battle Game

In this one or two player game mode you can battle characters called Charaborns that you befriend during the Normal Game Mode. By using the Game Boy® Advance Game Link® Cable, you can link up and battle head-to-head against another player.

NORMAL GAME MODE

When selecting to play in Normal Game Mode, the following two options appear:

New Game

This option starts a new game in One Player Mode.

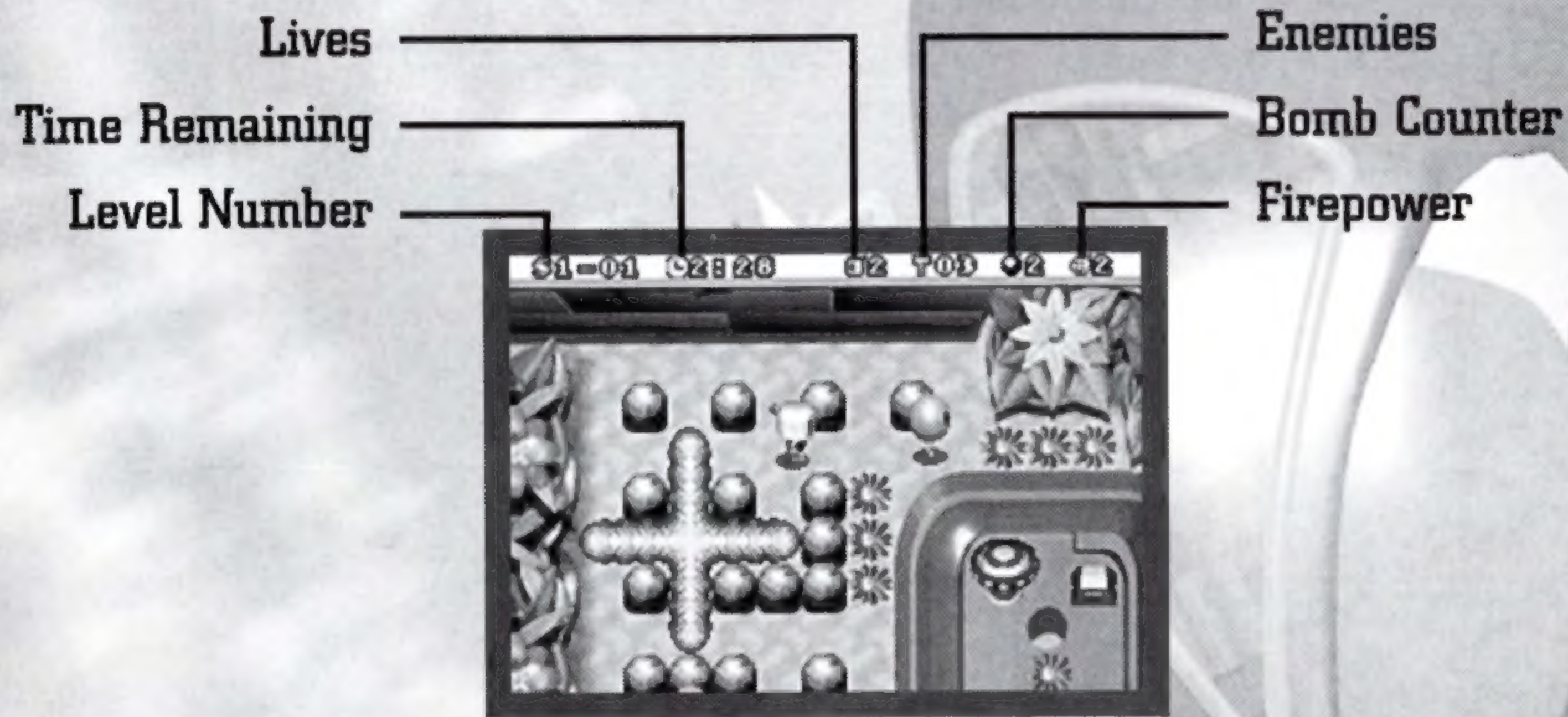
Please refer to the "**PLAYING THE GAME**" section of this manual for additional information.

Continue

Select this option to play a previously saved game. When selected, a list of the available Save Files will appear. Press the **Control Pad UP** or **DOWN** to select the desired Save File, then press the **A Button** to load it. If you have completed more than one stage in the previously saved game, the **Stage Selection Screen** will appear. Simply use the **Control Pad** to select the desired stage to play and press the **A Button**. Please refer to the "**CONTINUING GAMES**" section of this manual for additional information.

THE GAME SCREEN

On the **Main Game Screen** the following information is displayed:



Main Game Screen

Level Number

This number represents the current level being played.

Time Remaining

This is the time remaining to clear this area. When the timer reaches 0:00, you'll lose one of your lives.

Lives

This represents the number of lives you have in reserve.

Enemies remaining

This number shows how many enemies there are left or how many items remain to be gathered in order to clear the area.

Bombs Counter

This shows how many bombs you can place at one time. At first you can only place one bomb, but this number will be increased to a maximum of four bombs as the game progresses.

Firepower of Bomb Blast

This shows the distance each bomb blast will travel. At first it is only a short distance, but the damage distance of each bomb will be increased as the game progresses.

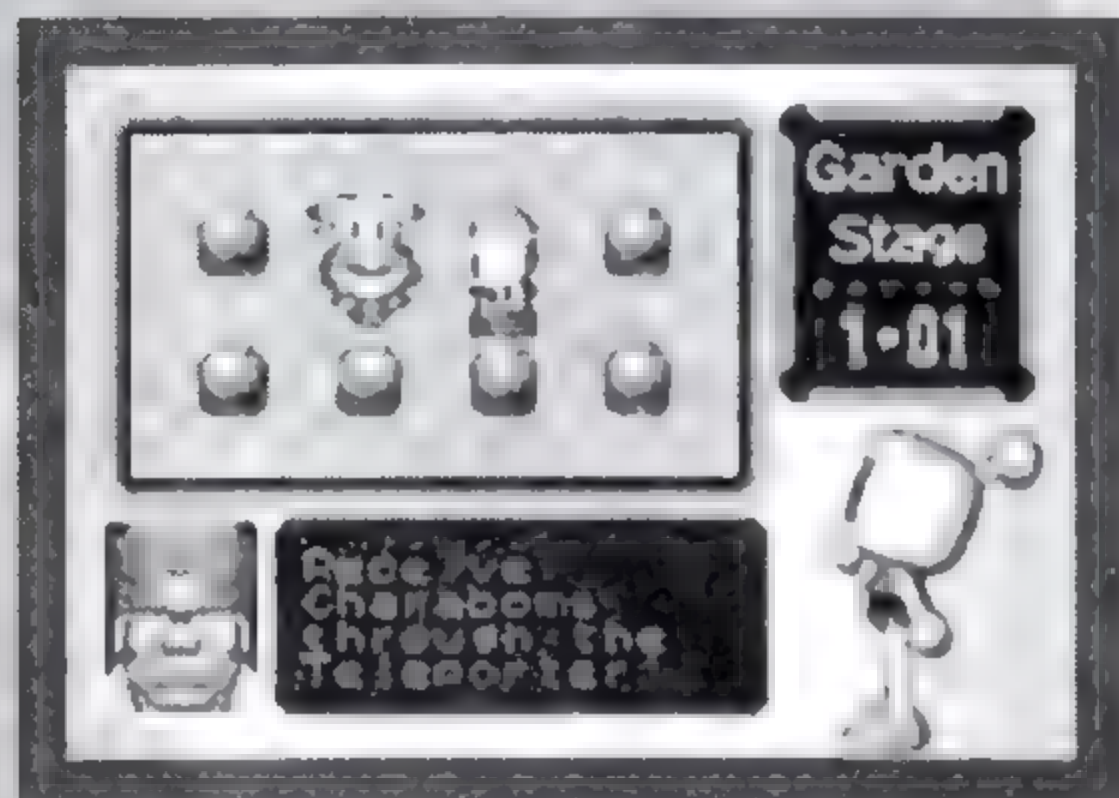
PLAYING THE GAME

While playing any level, your overall goal is to clear the area by defeating enemies with your bombs. Throughout the game you will need to destroy "Soft Blocks" that block your way through the area. Simply move next to the desired "Soft Block" and press the **A Button** to drop a bomb. Remember to move away from the bomb before it explodes. If an enemy touches you, or you are caught in a bomb blast, or the clear area timer reaches zero, you will lose one of your lives. If you lose all your lives, the game will end.

The Area Objective Screen

When an area first begins, the ***Area Objective Screen*** displays the conditions you must attain to clear the area and move onto the next one.

PLAYING THE GAME (cont.)



Area Objective Screen

Power Ups

Sometimes these will appear when "Soft Blocks" are destroyed by bomb blasts. Collect all of the Power Ups you uncover to help you on your quest. Please refer to the "**POWER UPS**" section of this manual for additional information.

Receive Charaboms

The goal for Area 1-01 is to make your way to the Teleporter and acquire a Charabom. Once you reach it, the Charabom will appear, and the *Charabom Selection*

Screen will be displayed. Press the **A Button** to select the Charabom you have just acquired, and you will return to the current area ready to select your exit gate! Please refer to the "**CHARABOMS**" section of this manual for additional information.

Clearing Areas

When the goal conditions for an area have been met, exit gates will appear. Simply maneuver your character to the desired gate to exit the area. Red Gates warp you to areas that have already been cleared as indicated by the number above the gate, while Blue Gates lead to areas that haven't been cleared yet.

Enemy Boss

In every stage, there is a powerful boss character located in the last area. The Boss Character always has a weak point, so do your best to find it and defeat him.

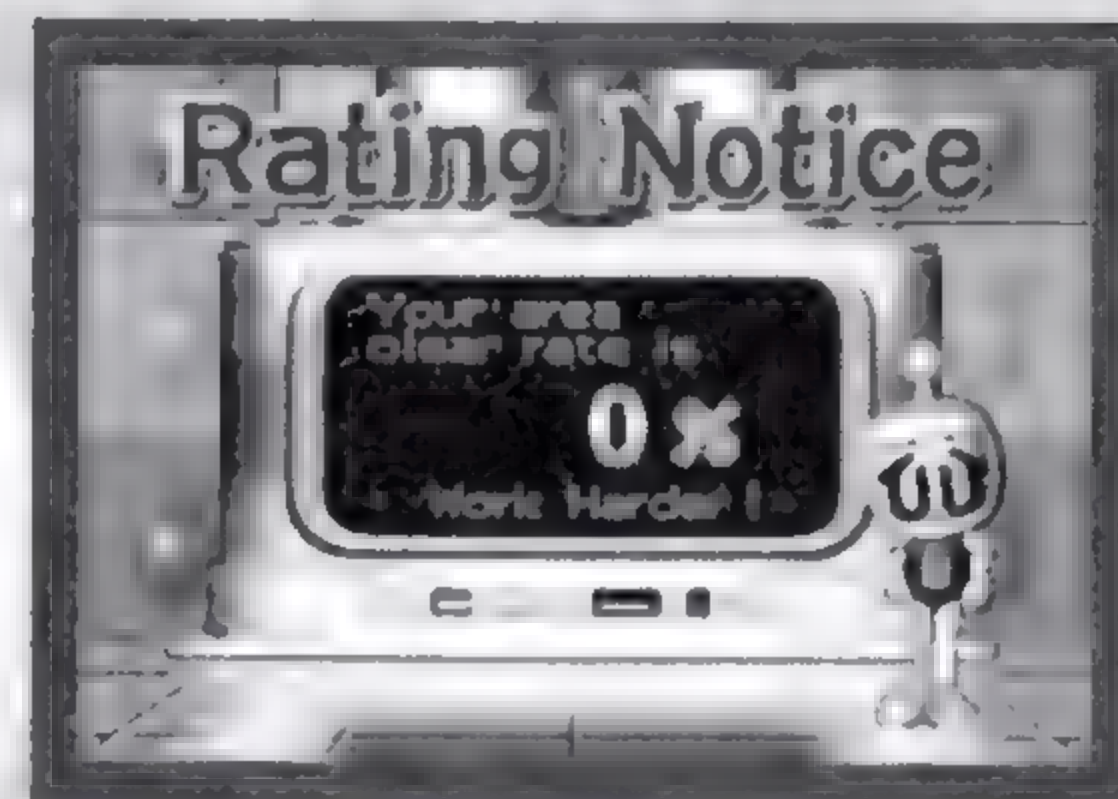
Helpful Gates

Sometimes, when there are difficult conditions to clear a stage, and you can't clear the conditions, a gate will immediately appear. Enter this gate to start the area over again.

GAME ENDING

Game Summary

When the game ends, your area clear rate percentage will be displayed. This indicates how well you've done in clearing the areas of the game. When you're done reviewing it, press the **A Button** to go to the *Summary Screen*.



Summary Screen



Game Ending Screen

Game Ending Screen

On this screen, you may choose from the following options:

Continue Game

By selecting this, you can once again play the area where the game ended. However, your character will start off with the ability to place only one bomb at a time, first level blast capabilities, and three lives.

End Game

This option allows you to end and save your current game. Please refer to the "**SAVING GAMES**" section of this manual for additional information.

PLAYING THE GAME (cont.)

Save

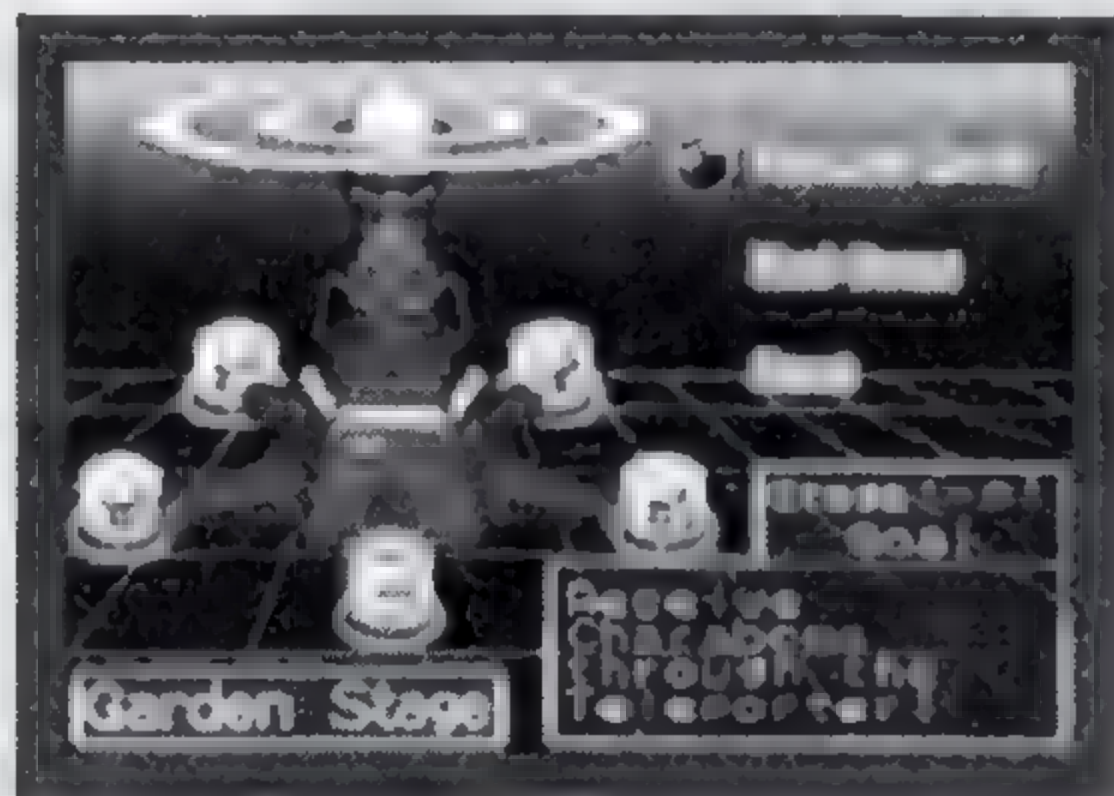
This option allows you to save your current game. Please refer to the "**SAVING GAMES**" section of this manual for additional information.

You can save your game at any time during play, or when the current game ends. You can save up to three Save Files that contain information regarding the areas that have been cleared and the types of Charaboms that you have collected.

SAVING GAMES

Saving a Game During Play

To save a game during play, first press **START** to pause the current game and display the **Pause Menu Screen**. On this menu will appear the following options:



Pause Menu Screen

Resume Game

When this is selected the game will resume.

End Game

Selecting this option will end the current game and allow you to save its status. When "Save?" appears on the screen, select "yes" then the desired Save File to save information. Selecting "no" will simply end the current game without saving its status.

Save

When this is selected, a list of the Save Files will be displayed. Once again, using the **Control Pad**, choose the Save File in which to save the game information to and press the **A Button**.

Overwriting Existing Files

When saving a game to a Save File that already contains data, an "Overwrite?" message will appear on the screen. When "Yes" is selected, the old data will be erased and the new data will be saved. Select "No" if you want to save the data to another Save File.

CONTINUING GAMES

When selecting the "Normal Game" option from the *Title Screen*, you will have the choice of starting a new game or continuing a previously saved game. To continue a previously saved game, select the "Continue" Option. Using the **Control Pad**, choose the Save File which contains the desired saved game information and press the **A Button**.

Stage Selection

When continuing a saved game, the *Stage Selection Screen* will appear. On this screen you can select any stage you have previously completed. Use the **Control Pad** to select the desired Stage, then press the **A Button**.

Area Selection

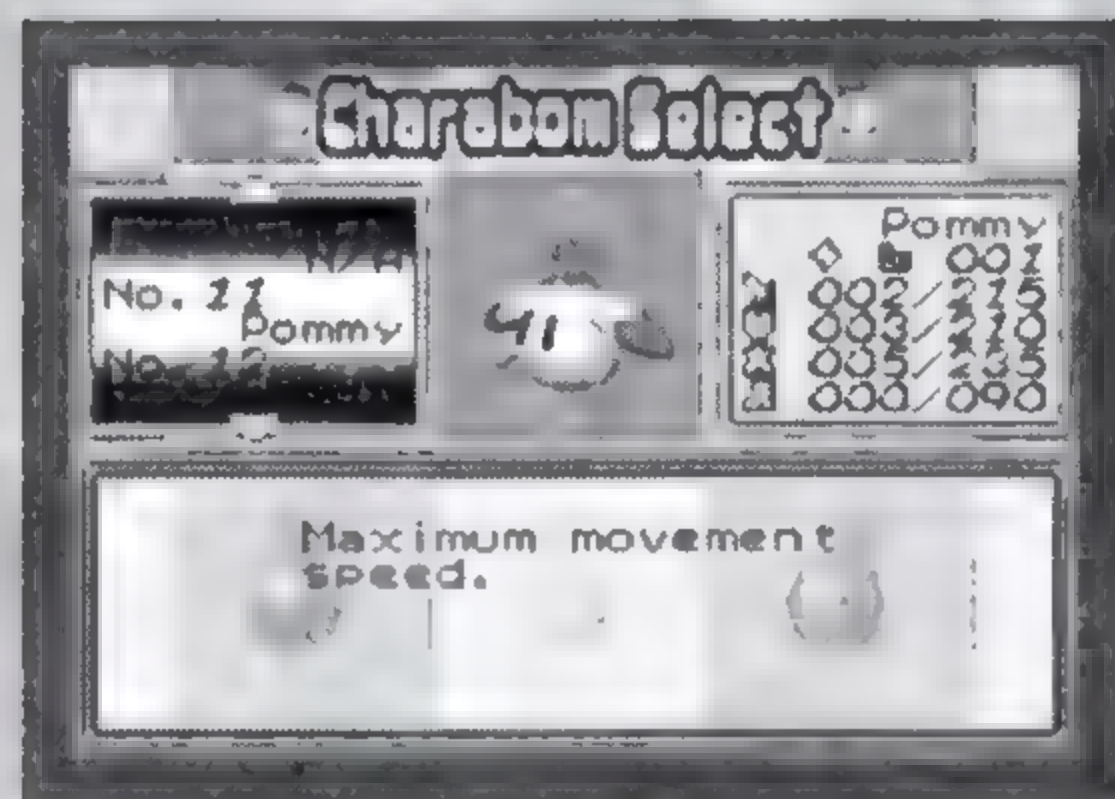
Once the stage is selected, the *Area Selection Screen* will appear. You may only select an area you have previously completed. Use the **Control Pad** to select the desired area, then press the **A Button**. The *Area Objective Screen* for the desired area will now appear.

CHARABOMS

Charaboms are the companions that help Bomberman and Max use their special abilities. It's also possible to have Charaboms play against each other in the Battle Game Mode. However, before battling, you must raise your Charaboms in the Normal Game Mode in order to have a better chance winning in the Battle Game Mode. Please refer to the "BATTLE GAME MODE" section of this manual for additional information.

Charabom Selection Screen

While playing in the Normal Game Mode, if you have Charaboms, you can press the **L Button** or the **R Button** to display the *Charabom Selection Screen*. Use the **Control Pad** to choose the desired Charabom, then press the **A Button**.



Charaboms Selection Screen

Charabom Attributes

Charabom attributes take effect when playing against an opponent in the Battle Game Mode.

Charabom Special Abilities

Each Charabom has a special ability. Some abilities happen automatically just by riding a Charabom, and some require you to press the **B Button**.

Riding Charaboms

If you are caught in a bomb blast or touch an enemy while riding a Charabom, you will still lose a life.

Raising Charaboms

To raise Charaboms, you must collect Power Ups that enhance their attributes. When gathered, these Power Ups raise the value of the corresponding Charabom ability by one point. The four types of Charabom abilities that can be affected are:

⬆ Offense Up ⬆ Defense Up ⬆ Special Attack Up ⬆ Agility Up

BATTLE GAME MODE

In Battle Game Mode you can battle your Charaboms against another players, or combine different Charaboms to create new ones.

Battling With Charaboms

To enter Battle Game Mode, select the "Battle Game" Option from the *Title Screen*. Next, select a Save File from which to load your Charaboms. The following options will now be displayed:

Battle

In Battle Game Mode, you can play alone or against another player by using the Game Boy® Advance Game Link® Cable. When playing alone, you must possess at least two Charaboms. When challenging an opponent, you can play either a one-on-one match, or a two-on-two tag match game. The Charabom of the loser will be teleported to the winner.

BATTLE GAME MODE (cont.)

Merge

You can create new Charaboms by combining two types of Charaboms. You can combine Charaboms alone, or with another player by using the Game Boy® Advance Game Link® Cable. When you want to combine Charaboms alone, you must possess at least two Charaboms. Please refer to the "**COMBINING CHARABOMS**" section of this manual for additional information.

Player Selection Screen

Once the "Battle" Option has been chosen, the *Player Selection Screen* will appear. Press the **Control Pad UP** or **DOWN** to select the desired number of players, then press the **A Button**.

Match Selection Screen

Once the number of players has been selected, the *Match Selection Screen* will appear. Press the **Control Pad UP** or **DOWN** to select the desired type of match, then press the **A Button**.

Single Match

In Single Match Mode one Charabom fights against another.

Tag Match

In Tag Match Mode, two Charaboms fight against two other Charaboms in a tag-team style battle.

Charabom Selection Screen

On the ***Charabom Selection Screen***, you can select one Charabom when the Single Match mode has been selected, or you can select two Charaboms when the Tag Match mode has been selected. In One Player Mode, you can select only one Charabom. The computer will automatically choose the opponent Charabom.

Attributes of Charaboms

Charaboms are comprised of four different attributes: Fire, Water, Electric, and Earth. Each attribute has its own strengths and weaknesses. Although Special Attacks are powerful, be sure to check the attribute of the opponent Charabom to determine whether your Special Attack will work against it.

Name

Name of special offense.

Level

Level displays the total strength of each ability.

Hit Points

If this number reaches zero you lose the match.

Offense

The higher this value is, the more of an advantage you have over your opponent.

Defense

The higher this value, the less damage you will receive with each hit.

BATTLE GAME MODE (cont.)

Special Attack

The higher this value is, the more damage your Special Ability will cause to your opponent.

Agility

The Charabom with the highest agility value will strike first.

Wins

This represents how many times each Charabom has won during the Battle Game Mode.

Attribute

This effects the amount of damage a special attack will inflict.

Attribute Harmony

This lists the relative strength and weakness of each attribute when used against another attribute.

Tactic Option Screen

After you have chosen your Charabom, the *Tactic Option Screen* will appear.

On this screen you may choose to select a new tactic, or use the same tactic again.

To choose a new tactic, select the "Pick Tactic" Option to display the *Tactic Selection Screen*.

Tactic Selection Screen

On the *Tactic Selection Screen* there are six types of tactics displayed. Press the Control Pad *UP* or *DOWN* to highlight a tactic, and press the **A Button** to select it.

Battling

Once you have selected your tactic, the battle will automatically begin. If the outcome of the battle is not decided after the chosen tactic has been executed, the ***Tactic Option Screen*** will once again appear and allow you to choose a new tactic or execute the same one again.

Battle Outcome

In Single Match Mode, the first one to make the Hit Points of their opponent's Charabom reach zero is the winner. In Tag Match Mode, the first one to make the Hit Points of one of their opponent's Charabom reach zero is the winner. When two players are participating, the Charabom of the loser is teleported to the winner.

COMBINING CHARABOMS

To combine Charaboms, you must first enter the Battle Game Mode. To enter Battle Game Mode, select the "Battle Game" Option from the ***Title Screen***. Next, select a Save File to load your Charaboms from. Then select the "Merge" Option.

Player Selection Screen

Once the "Battle" Option has been chosen, the ***Player Selection Screen*** will appear. Press the **Control Pad UP** or **DOWN** to select the desired number of players, then press the **A Button**.

1 Player Merge

Select this option to combine Charaboms by yourself. To successfully merge, you must have at least two Charaboms.

COMBINING CHARABOMS

Network Merge

Select this option to merge with another player. To successfully merge, both players must select this option.

Charabom Selection Screen

When merging alone, select two Charaboms. When merging with another player, each player must select one Charabom. Choose the Charaboms by pressing the **Control Pad UP** or **DOWN** and press the **A Button** to select it. Charaboms that can be merged will be displayed properly. If the selected Charaboms cannot be merged, a warning message will appear on the screen. Simply press the **A Button** to return to the *Charabom Selection Screen*.

Charaboms of the same attribute can't be merged. If you don't have any Charaboms that can be merged, press the **B Button** to return to the *Title Screen*. Try merging again when you receive new Charaboms in the Normal Game Mode. Also, you can have only one Charabom per type. If the merged Charabom already exists, you cannot create another one. When merging with another player, both players will receive the new Charabom.

PITCH AREAS

Stages 1 to 4 are made up of 19 Areas each, and Stage 5 is made up of 24 Areas, for a total of 100 Areas. However, each version of BOMBERMAN MAX 2 only contains 80 Areas that you can play. The additional 20 Areas are stored in the opposite version. Thus it is possible to trade for these Areas using the Game Boy® Advance Game Link® Cable.

Loading Data

Once the Game Boy® Advance Systems are connected, select the "Pitch Area" Option from the *Title Screen*, and then select the desired Save File using the **Control Pad** and **A Button**.

Pitch Selection Screen

The "Pitch" Areas that have been cleared are displayed on the left of the screen. Using the **Control Pad**, select an Area to send to your opponent.

SINGLE-PAK LINK PLAY

With the Single-Pak Link Play feature up to four players can play using one Game Pak. When playing Single-Pak Link Play, the player with the Game Pak controls all menu selections.

Necessary Equipment

- One Game Boy[®] Advance System per player.
- One ***BOMBERMAN MAX 2*** Game Pak.
- Game Boy[®] Advance Game Link[®] Cable.

Linking Instructions

1. Each player should turn off their Game Boy[®] Advance System, then one player should insert the ***BOMBERMAN MAX 2*** Game Pak into their Game Boy[®] Advance System.
2. Connect the Game Boy[®] Advance Game Link[®] Cable into the External Extension Connector (EXT) port of each Game Boy[®] Advance System.
3. Turn on each Game Boy[®] Advance System.
4. Press **START** to bypass the demo sequence and display the ***Title Screen***.

CONTROLS (SINGLE-PAK LINK PLAY)

Control Pad

Change the selection items
/ Used for controlling
the Charaboms.

L Button / R Button
Not Used.

START

Pauses the game
in the Normal
Game Mode.
Press again
to continue.



A Button
Confirm menu
selections
/ Drop bombs.

B Button
Cancels menu
selections
/ Special Attacks.

How to Start a New Game

When the "Single-Pak Link" Options is selected the computer will check if the other Game Boy® Advance Systems are properly connected. If they are connected properly, then they will be displayed as icons. When the icons of all of the Game Boy® Advance Systems are displayed, then the player with the **BOMBERMAN MAX 2** Game Pak presses the **A Button** to begin.

SINGLE-PAK LINK PLAY (cont.)

Rules Setup Screen

On the ***Rules Setup Screen***, three options are displayed. Press the **Control Pad UP** or **DOWN** to select the desired option, and **RIGHT** or **LEFT** to change the option. When all the selections are complete, press the **A** button.

Point match

This option allows you to setup the number of points per match. From one to five points can be selected.

Time

Playtime can be set from 1:00 to 5:00 at 1:00 increments.

Shuffle

Here Play or Don't Play can be selected. If Play is selected, then the starting position of the Charaboms will change.

Selecting Charabom

On the ***Charabom Selection Screen***, each player selects their Charabom by pressing the **Control Pad LEFT** or **RIGHT** to view the available choices, and then presses the **A Button**. The following types of Charaboms can be selected:

Stegodon

Special Attack -- Bomb Upper

This Charabom can kick bombs that have been setup up one level.

Kai-man

Special Attack -- Aquabomber

Squirts water in the direction it is facing, pushing bombs that are setup off the floor.

Pommy

Special Attack -- Thunder Head

This Charabom discharges thunder up above it. Any Charabom that touches this discharge will freeze for a limited amount of time.

ToughGuy

Special Attack -- BombToss

This Charabom can throw bombs it has setup into the direction it is facing.

Conditions for Winning

The game field is made up of floors and trampolines. You must defeat your opponents by using your Charabom's special attacks, and by dropping bombs. The last player to survive gains one point. Each game is a one to five point match. The winner is the first one to reach the point plateau decided at the setup of the game.

Jumping

Up and down movement is done by using the trampoline. When the Charabom is falling down, it can't move right or left. However, when it bounces back up it can be moved left or right. Furthermore, the Charaboms are protected by a barrier when they are jumping. With the first bounce the barrier is blue, the second bounce it turns red, and on the third bounce it disappears. When the barrier is gone, the Charabom will lose if it is hit by a bomb blast.

SINGLE-PAK LINK PLAY (cont.)

Floors

When the Charabom lands on a floor the barrier will disappear. However, it is still possible for it to drop bombs or execute special attacks. Remember that Charaboms can't pass through bombs.

Power Ups And Bombs

Sometimes Power Ups and bombs will come flying up from the bottom of the screen. The bombs will blow up after a preset time so take care not to get caught in the blast. The Power Ups that can appear are:

Bomb Up

The amount of bombs you can setup is increased by one. The maximum you can setup is two bombs.

Fire Up

The blast range of all bombs is increased by one block. The maximum blast range is four blocks.

Speed Up

The movement of the Charabom becomes faster. A maximum of five levels of speed can be attained.

Star Item

Special Attacks can be executed three times by pressing the **B Button**. The number above the Charabom shows how many special attacks can be executed.

THE STAGES

STAGE 1: Garden Stage

This stage is set in a garden where insect-type enemies and vegetation traps abound.

Soldier's Foot

A large foot from a HIGE HIGE soldier appears from the top of the screen, and when it stomps on the ground, your character can't move for a short time. If you get stomped on, all your Power Ups will be scattered.

Fertilizer Bottles

When bomb blasts hit these, they fall over to become bridges.

Pistol Plant

When bomb blasts hit these, their tufts burst and shoot seeds in eight directions. If a seed hits you, your Power Ups will be scattered.

Stage 1 Boss: Oodrey

This boss attacks by spitting out pollen, nectar, and seeds, or sends forth its petals. The seeds sprout and become buds that attack you.

STAGE 2: Library Stage

This stage is set in the Library of Bomber Base. Such things as fossils, old documents, and stationary are placed here.

The Duster

This enemy suddenly appears from either the right or left side of the screen, and after a preset amount of time, returns to where it came from. If it hits you, your Power Ups will be scattered.

STAGE 2: Library Stage (cont.)

Pop-Up Books

When your character stands in front of one of these a dinosaur's head pops out and breathes fire.

Sticky Floor

Here, glue constantly pours out of tubes that have fallen over. Walk on the glue, and your movement will slow down. You can burn up the glue by bomb blasts, but after a time it will come out again.

Binders

These are sets of rings from binders that are in the ground. You can only pass through them when they are open.

Stage 2 Boss: Imiderth

When it opens its pages, bombs fall from the sky and sometimes when it opens its pages, it spits out wind cutters or bookmarks that can carry bombs away.

STAGE 3: Dining Stage

This is the kitchen in Bomber Base. Here, foods and kitchen items are traps.

Nets

These are pest nets that come from above to cover things. If you are caught in the net, you can lose a life. These nets can't be destroyed.

Cake Bridges

When bomb blasts hit the bags of dough, they become bridges of cakes.

Bubbles

These bubbles fall gently down from the top of the screen. If they touch you, you will be moved to another section of the area.

Puddles

These are areas where bombs can't be set. Kicked bombs will stop before these puddles, and bombs that have been thrown by power gloves will bump and move along as if passing over soft blocks. However, you can move over these areas.

Stage 3 Boss: Oven Range

From inside the oven range, such things as homing fire and deadly pies are thrown out. Also, when the "Ding!" sound is heard, popcorn is shot out in all directions. If it hits you, your Power Ups will be scattered.

STAGE 4: Toolshop Stage

This is the Bomberman Base tool shop where repairs and maintenance are usually done on the Shuttle and Speeders.

The Crane

This tracks your position, then drops on you. If it catches you, it will bring you back to the starting point.

Pinball Slots

Pinball slots are placed at various cross-sections. These slots fire bombs in your direction. When the bomb hits something, it will explode.

Washers

These are car washer brushes that move on rails that can't be destroyed. They will carry bombs in the direction they are moving. If it hits you, your Power Ups will be scattered.

STAGE 4: Toolshop Stage (cont.)

The Ropeway

When a bomb is placed on the switch, the Cable Car will appear.

Stage 4 Boss: Kombine3

Here, the boss' main body is broken into three parts, and has three types of attacks: Flame Thrower, Laser, and Magnetic Field.

STAGE 5: Lab Stage

This is Dr. Ein's laboratory. Such things as gadgets, mechanisms, and measuring devices are located here.

Irradiation Laser

This is a saucer shaped Laser irradiation device. If it hits you, your Power Ups will be scattered.

Prisms

These reflect bomb blasts internally towards one direction. Periodically it changes direction.

Electric Plates

These are plates that periodically charge and discharge. If you step on them when they are charged, your Power Ups will be scattered.

Stage 5 Boss: Mad Brain

No one knows exactly what the Mad Brain looks like!

MINI GAMES

There are flags in certain areas that when touched, will enable you to play either a Mini Game or a Bonus Game. Depending on how well you play these games, you have a chance of either getting Power Ups or gaining more lives. The following Mini Games can appear while playing in Normal Game Mode:

Jump the Jump Rope!

In this game, you can win Power Ups for every successful jump you make. The more jumps you make, the faster the jump rope starts turning. If you get caught in the jump rope, the game ends. If you succeed in completing a hundred jumps, then you will win the deluxe prize!

How to Play: Press the **A Button** to jump.

Bomb Kick Target Game!

Here, two conveyer belts are moving vertically in the opposite directions. Power Ups are lined up on the conveyer belts. You can collect each Power Up that collides with one of your bombs. The Power Up takes effect as soon as you return to the Normal Game Mode.

How to Play: Press the **A Button** to kick the bombs.

Hop Scotch!

In this game there are circles drawn on the course. Move forward by stepping on the circles with your left foot, right foot or both feet. You can win Power Ups depending upon how far you have traveled within the time limit. The Power Up takes effect as soon as you return to the Normal Game Mode.

How to Play: As shown on the left side of the screen, the positioning of the circles correspond with the *UP*, *DOWN*, *LEFT*, and *RIGHT* on the **Control Pad**.

MINI GAMES (cont.)

Find & Keep!

In this game you can win an extra life for every 20 balloons you defeat. You will win the three Power Ups displayed at the top of the screen if you can find them within the time limit. If you clear six fields or miss three times, then the game ends.

How to Play: Use the **Control Pad** to move the cursor, and the **A Button** to select.

BONUS GAMES

The following Bonus Games can appear while playing in Normal Game Mode:

Full of Balloons!

In this game defeat the evil enemy Balloons as fast as possible.

Pierce Attack!

Here, collect all of the Power Ups within the allotted time. You must be careful to calculate the distance of the bomb blast before you set the bombs because the Power Ups may also get burned.

Jump Race

The game starts off with the player riding a Charaborn that has the ability to jump. Collect all of the Power Ups within the allotted time of 10 seconds. If you step on a damaged floor it will be counted as time lost.

Block Kick Game

The game starts off with the player riding a Charaborn that has the ability to kick soft blocks. Use this ability to create paths and try to pick up all of the Power Ups within the allotted time of 30 seconds.

CHARABOMS IN THE BLUE VERSION

The following is a list of some of the Charaboms that you can receive in the Normal Game Mode of the Blue version of **BOMBERMAN MAX 2**:

Ceedrun

Attribute: Fire

Normal Game Special Attack: Pierce Bombs
Can set bombs that pierce through soft blocks.

Battle Game Special Attack: Burning Spin
Sends out spinning pillars of fire.

Pteradon

Attribute: Fire

Normal Game Special Attack: Land Mine Bomb
Bombs that are set go underground and can't be seen.

Battle Game Special Attack: Fire Bow
Multiple flame arrows are shot out from it's wings.

Kai-man

Attribute: Water

Normal Game Special Attack: Shield
Defends from frontal attacks by holding out a shield. Bomb blasts have no effect.

Battle Game Special Attack: Aqua Bomber
Creates a great tidal wave and fires it at the opponent.

CHARABOMS IN THE BLUE VERSION (cont.)

Pommy

Attribute: Electric

Normal Game Special Attack: Full Speed
Movement becomes the maximum speed.

Battle Game Special Attack: Thunder Head
The Charabom hits the ground with its head and shoots out plasma.

Beast Pommy

Attribute: Electric

Normal Game Special Attack: Radio Controlled Bomb
After setting the bomb by continuously pressing the **A Button** you can freely move the bomb with the **Control Pad**.

Battle Game Special Attack: Thunder Spin
While spinning, plasma is emitted.

ToughGuy

Attribute: Earth

Normal Game Special Attack: Punch
This Charabom can punch away bombs that are setup.

Battle Game Special Attack: Megaton Stone
Throws big stones at opponents.

POWER UPS

The Power Ups that appear in the Normal Game Mode are:

Fire Up

The firepower of bomb blasts is increased by one block. The maximum blast distance is four blocks.

Speed Up

The movement of your character becomes faster. A maximum of five levels of speed can be attained.

Sandals

This item will decrease your movement speed by one level.

Heart

This item will absorb one bomb blast or one enemy attack. Only one can be obtained at a time.

Safety Vest

This makes your character invulnerable for eight seconds.

1 UP

This item will increase your lives by one.

Remote Control

With this item, you can setup bombs and blast them at your leisure by pressing the **B Button**. This item can only be used in the area it was collected.

POWER UPS (cont.)

Charabom Food

Depending on the Power Up collected, the corresponding ability of the Charabom that your character is riding will go up by one. Please refer to the "CHARABOM" section of this manual for additional information.

Bomb Up

The amount of bombs you can setup is increased by one. The maximum you can setup is four bombs.



1-900-773-TECH

1-900-773-8324

(\$1.25 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

WARRANTY INFORMATION

Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

Majesco Sales, Inc.
160 Raritan Center Parkway (Suite 1)
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept.. at the phone number noted earlier. If the Majesco Sales Dept.. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MAJESCO SALES, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

NOTES:

NOTES:

NOTES:

NOTES:

CHECK OUT THESE COOL GAMES!

Brought to you by Majesco



www.majescogames.com

160 Raritan Center Parkway • Edison, NJ 08837

Hudson Software ©2002 Hudson Soft, Bomberman® and Hudson Soft® are registered trademarks of Hudson Company Ltd.

©2002 Hudson Company Ltd. Licensed to and published by Majesco Sales, Inc. ©2002 Majesco Sales, Inc.

All Rights Reserved

PRINTED IN USA